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26. (Amended) A method of communicating messages in a client-server environment over a plurality of wireless networks, each multiple network supporting a respective network protocol, said messaging system comprising:

- executing a plurality of client applications;
- executing a plurality of server applications;
- transmitting a message from one client application of a plurality of client applications over a wireless network protocol to one server application of said plurality of server applications;
- executing a server class by a protocol gateway, said server class configured to encapsulate network protocol communications;
- encapsulating a transport header of said message by said protocol gateway;
- transmitting said encapsulated message to a back-end server; and
- limiting an amount of data transmitted over a network at a particular time by segmenting a message before transmitting the message.

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31. (New) The messaging system of claim 11, further comprising at least one router connected to the plurality of protocol gateways and the back-end server, wherein the router receives a message from the back-end server to be transmitted to one of the client devices and selects one of the plurality of protocol gateways that supports a wireless network communications protocol used by the one client device for transmission of the message to the one client device via the selected protocol gateway.

REMARKS

Claims 11-31 are pending. Claims 11-30 were rejected under 35 U.S.C. § 103(a) as allegedly being unpatentable over U.S. Patent No. 5,970,059, Ahopelto et al. (Ahopelto). It is respectfully requested that the rejection be withdrawn.

Claim 11 recites, *inter alia*, a plurality of protocol gateways connected to the back-end server, each protocol gateway supporting a different wireless network protocol. Claim 26 recites, *inter alia*, limiting an amount of data transmitted over a network at a particular time by segmenting a message before transmitting the message.